CollideArray + max radius + location index sorted unsorted toflattenhints + count + max bolt radius + SetLocationIndex() + Iterable() + UpdateBoltInfo() + flatten() + flatten() + insert() + insert() + changeKey() + changeKey() + begin() + end() + lower bound() + erase() + checkSet() + CollideArray() CollideMap + CollideMap() + CheckCollisions()

+ CheckUnitCollisions() + CheckCollisions() + CheckUnitCollisions()